



**Approval** 

# **TFT LCD Approval Specification**

MODEL NO.: V20001-P01

| Customer :    |  |
|---------------|--|
| Approved by : |  |
| Note:         |  |
|               |  |
|               |  |
|               |  |

| Approved Dv | TV Head Division |
|-------------|------------------|
| Approved By | Chao-Chun Chung  |





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### **REVISION HISTORY**

| Version  | Date        | Section | Description  |
|----------|-------------|---------|--|
| Ver. 2.0 | Apr, 01' 10 | All     | V20001-P01 Approval Specifications was first issued. |



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### 1. GENERAL DESCRIPTION

#### 1.1 OVERVIEW

The V200O1-P01 is a 20-inch wide TFT LCD cell with driver ICs and a 30-pins-2ch-LVDS circuit board.

The product supports 1600 x 900 HD+ (16:9 wide screen) mode and can display up to 16.7M colors. The backlight unit is not built in.

### 1.2 FEATURES

- Extra-wide viewing angle
- High contrast ratio
- Fast response time
- High color saturation
- HD+ (1600 x 900 pixels) resolution
- DE (Data Enable) only mode
- LVDS (Low Voltage Differential Signaling) interface
- RoHS Compliance

#### 1.3 APPLICATION

- TFT LCD Monitor
- TFT LCD TV

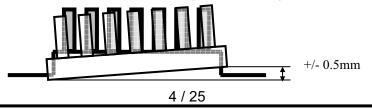
#### 1.4 GENERAL SPECIFICATIONS

| Item              | Specification                            | Unit  | Note |
|-------------------|--|-------|------|
| Diagonal Size     | 20.0                                     | inch  |      |
| Active Area       | 442.8 (H) x 249.075 (V)                  | mm    | (1)  |
| Driver Element    | a-si TFT active matrix                   | -     | -    |
| Pixel Number      | 1600 x R.G.B. x 900                      | pixel | -    |
| Pixel Pitch       | 0.2768 (H) x 0.2768 (V)                  | mm    | -    |
| Pixel Arrangement | RGB vertical stripe                      | -     | -    |
| Display Colors    | 16.7M                                    | color | -    |
| Transmissive Mode | Normally White                           | -     | -    |
| Surface Treatment | Hard coating (3H), Anti-glare (Haze 25%) | -     | -    |
| Power Consumption | 6  | Watt  | (3)  |

#### 1.5 MECHANICAL SPECIFICATIONS

| Item                   | Min.              | Тур.               | Max.              | Unit | Note |
|------------------------|-------------------|--------------------|-------------------|------|------|
| Weight                 | -                 | -                  | 520               | g    | -    |
| I/F connector mounting | The mounting in   | clination of the o | connector makes   |      | (2)  |
| position               | the screen center | r within ±0.5mm a  | s the horizontal. | -    | (2)  |

- Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.
  - (2) Connector mounting position
  - (3) Please refer to sec.3.1 for more information of power consumption.





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### 2. ABSOLUTE MAXIMUM RATINGS

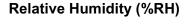
### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT (BASED ON CMO MODULE M20001-L02)

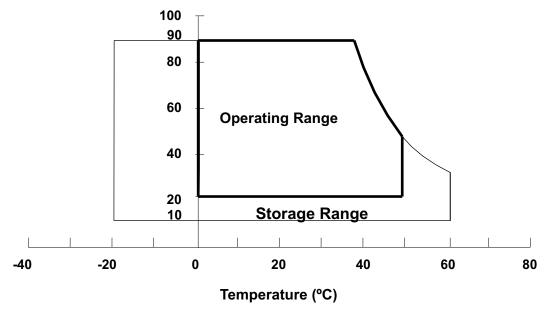
| Item                          | Symbol          | Va   | lue  | Unit  | Note     |
|-------------------------------|-----------------|------|------|-------|----------|
| item                          | Symbol          | Min. | Max. | Offic | NOLE     |
| Storage Temperature           | T <sub>ST</sub> | -20  | +60  | °C    | (1)      |
| Operating Ambient Temperature | T <sub>OP</sub> | 0    | +50  | °C    | (1), (2) |

Note (1) Temperature and relative humidity range is shown in the figure below.

- (a) 90 %RH Max. (Ta  $\leq$  40 °C).
- (b) Wet-bulb temperature should be 39 °C Max. (Ta > 40 °C).
- (c) No condensation.

Note (2) The temperature of panel display surface area should be 0 °C Min. and 60 °C Max.







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## 2.2 ABSOLUTE RATINGS OF ENVIRONMENT (OPEN CELL)

High temperature or humidity may reduce the performance of panel. Please store LCD panel within the specified storage conditions.

Storage Condition: With packing.

Storage temperature range: 25±5 °C.

Storage humidity range: 50±10%RH.

Shelf life: 30days

### 2.3 ELECTRICAL ABSOLUTE RATINGS (OPEN CELL)

| Item                 | Symbol   | Value | 9    | Unit  | Note |
|----------------------|----------|-------|------|-------|------|
|                      | Symbol   | Min   | Max  | Offic | Note |
| Power Supply Voltage | $V_{CC}$ | -0.3  | +5.5 | V     | (1)  |
| Logic Input Voltage  | Vlogic   | -0.3  | +4.0 | V     | (1)  |

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.



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### 3. ELECTRICAL CHARACTERISTICS

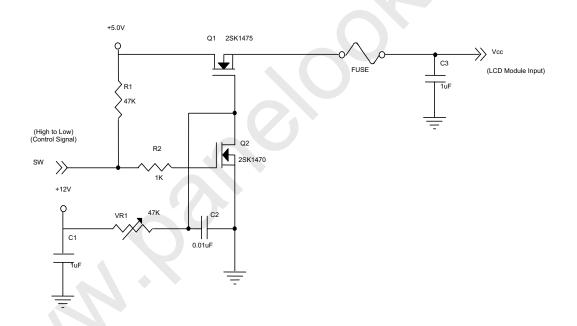
### 3.1 TFT LCD MODULE

Ta = 25 ± 2 °C

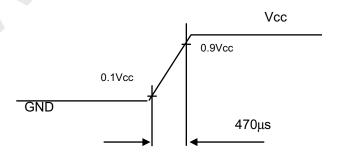
| Parame                   | Symbol          |                   | Value |      | Unit | Note  |      |
|--------------------------|-----------------|-------------------|-------|------|------|-------|------|
| r arame                  | ilei            | Symbol            | Min.  | Тур. | Max. | Offic | Note |
| Power Supply             | y Voltage       | Vcc               | 4.5   | 5.0  | 5.5  | V     | -    |
| Ripple Vo                | ltage           | $V_{RP}$          | -     | -    | 300  | mV    | -    |
| Power on Rus             | h Current       | I <sub>RUSH</sub> | -     | -    | 3.0  | Α     | (2)  |
|                          | White           |                   | -     | 0.5  | 0.6  | Α     | (3)a |
| Power Supply Current     | Black           |                   | -     | 0.9  | 1.1  | Α     | (3)b |
|                          | Vertical Stripe |                   | -     | 0.94 | 1.15 | Α     | (3)c |
| Power Cons               | umption         | PLCD              | -     | 4.7  | 5.75 | Watt  | (4)  |
| LVDS differential        | input voltage   | Vid               | 200   | -    | 600  | mV    | -    |
| LVDS common in           | nput voltage    | Vic               | 1.0   | 1.2  | 1.4  | V     | -    |
| Logic High Input Voltage |                 |                   | 2.64  |      |      | V     |      |
| Logic Low Inpo           | ut Voltage      | VIL               |       |      | 0.66 | V     |      |

Note (1) The module should be always operated within above ranges.

Note (2) Power on rush current measurement conditions:



### Vcc rising time is 470µs

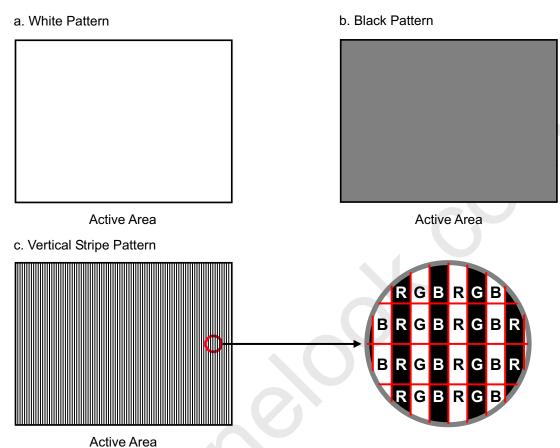




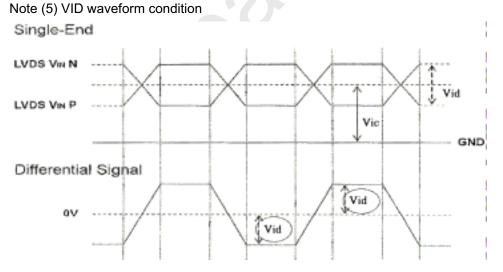
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Note (3) The specified power supply current is under the conditions at Vcc = 5.0 V,  $Ta = 25 \pm 2 \,^{\circ}\text{C}$ ,  $f_v = 60 \,^{\circ}$ Hz, whereas a power dissipation check pattern below is displayed.

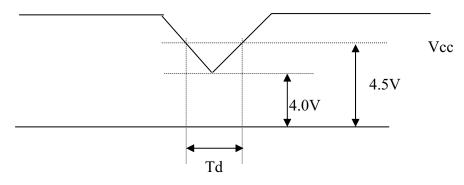


Note (4)The power consumption is specified at the pattern with the maximum current



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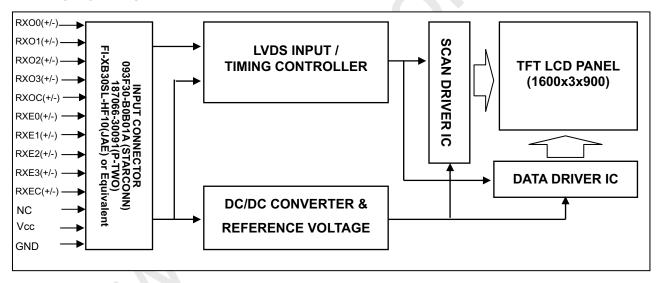




Dip condition:  $4.0V \le Vcc \le 4.5V, Td \le 20ms$ 

#### 4. BLOCK DIAGRAM

### 4.1 TFT LCD OPEN CELL



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### 5. INPUT TERMINAL PIN ASSIGNMENT

#### 5.1 TFT LCD MODULE

| Pin | Name  | Description  |
|-----|-------|--|
| 1   | RXO0- | Negative LVDS differential data input. Channel O0 (odd)  |
| 2   | RXO0+ | Positive LVDS differential data input. Channel O0 (odd)  |
| 3   | RXO1- | Negative LVDS differential data input. Channel O1 (odd)  |
| 4   | RXO1+ | Positive LVDS differential data input. Channel O1 (odd)  |
| 5   | RXO2- | Negative LVDS differential data input. Channel O2 (odd)  |
| 6   | RXO2+ | Positive LVDS differential data input. Channel O2 (odd)  |
| 7   | GND   | Ground   |
| 8   | RXOC- | Negative LVDS differential clock input. (odd)            |
| 9   | RXOC+ | Positive LVDS differential clock input. (odd)            |
| 10  | RXO3- | Negative LVDS differential data input. Channel O3(odd)   |
| 11  | RXO3+ | Positive LVDS differential data input. Channel O3 (odd)  |
| 12  | RXE0- | Negative LVDS differential data input. Channel E0 (even) |
| 13  | RXE0+ | Positive LVDS differential data input. Channel E0 (even) |
| 14  | GND   | Ground   |
| 15  | RXE1- | Negative LVDS differential data input. Channel E1 (even) |
| 16  | RXE1+ | Positive LVDS differential data input. Channel E1 (even) |
| 17  | GND   | Ground   |
| 18  | RXE2- | Negative LVDS differential data input. Channel E2 (even) |
| 19  | RXE2+ | Positive LVDS differential data input. Channel E2 (even) |
| 20  | RXEC- | Negative LVDS differential clock input. (even)           |
| 21  | RXEC+ | Positive LVDS differential clock input. (even)           |
| 22  | RXE3- | Negative LVDS differential data input. Channel E3 (even) |
| 23  | RXE3+ | Positive LVDS differential data input. Channel E3 (even) |
| 24  | GND   | Ground   |
| 25  | NC    | Not connection, this pin should be open.                 |
| 26  | NC    | Not connection, this pin should be open.                 |
| 27  | NC    | Not connection, this pin should be open.                 |
| 28  | Vcc   | +5.0V power supply                                       |
| 29  | Vcc   | +5.0V power supply                                       |
| 30  | Vcc   | +5.0V power supply                                       |

Note (1) Connector Part No.: 093F30-B0B01A (STARCONN) 187066-30091(P-TWO) FI-XB30SL-HF10(JAE) or Equivalent

Note (2) The first pixel is odd.

Note (3) Input signal of even and odd clock should be the same timing.

Note (4) Permanent damage might occur if the Agmode is operated at conditions exceeding the maximum values.



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### 5.2 LVDS DATA MAPPING TABLE

| LVDS Channel O0  | LVDS output | וט  | סט  | D4  | D3  | D2  | וט  | טט  |
|------------------|-------------|-----|-----|-----|-----|-----|-----|-----|
| LVD3 Channel O0  | Data order  | OG0 | OR5 | OR4 | OR3 | OR2 | OR1 | OR0 |
| LVDS Channel O1  | LVDS output | D18 | D15 | D14 | D13 | D12 | D9  | D8  |
| LVD3 Channel O1  | Data order  | OB1 | OB0 | OG5 | OG4 | OG3 | OG2 | OG1 |
| LVDS Channel O2  | LVDS output | D26 | D25 | D24 | D22 | D21 | D20 | D19 |
| LVD3 Channel 02  | Data order  | DE  | NA  | NA  | OB5 | OB4 | OB3 | OB2 |
| LVDS Channel O3  | LVDS output | D23 | D17 | D16 | D11 | D10 | D5  | D27 |
| LVD3 Channel O3  | Data order  | NA  | OB7 | OB6 | OG7 | OG6 | OR7 | OR6 |
| LVDS Channel E0  | LVDS output | D7  | D6  | D4  | D3  | D2  | D1  | D0  |
| LVD3 Channel E0  | Data order  | EG0 | ER5 | ER4 | ER3 | ER2 | ER1 | ER0 |
| LVDS Channel E1  | LVDS output | D18 | D15 | D14 | D13 | D12 | D9  | D8  |
| LVD3 Channel E i | Data order  | EB1 | EB0 | EG5 | EG4 | EG3 | EG2 | EG1 |
| LVDS Channel E2  | LVDS output | D26 | D25 | D24 | D22 | D21 | D20 | D19 |
| LVD3 Channel E2  | Data order  | DE  | NA  | NA  | EB5 | EB4 | EB3 | EB2 |
| LVDS Channel E3  | LVDS output | D23 | D17 | D16 | D11 | D10 | D5  | D27 |
| LVD3 Channel E3  | Data order  | NA  | EB7 | EB6 | EG7 | EG6 | ER7 | ER6 |



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### 5.3 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 8-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input.

|                              |  |                                 |                                 |                                 |                                 |                                 |                                 |                                 |                                      |                                 |                                 | Da                                   | ıta S                           | Sign                            | al                              |                                 |                                 |                                 |                                 |                                      |                                      |                                      |                                      |                                      |                                 |
|------------------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|--------------------------------------|---------------------------------|---------------------------------|--------------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|---------------------------------|
| Color                        |  |                                 | Red                             |                                 |                                 |                                 |                                 | Green                           |                                      |                                 |                                 |                                      |                                 |                                 | Blue                            |                                 |                                 |                                 |                                 |                                      |                                      |                                      |                                      |                                      |                                 |
|                              |  |                                 | R6                              | R5                              | R4                              | R3                              | R2                              | R1                              | R0                                   | G7                              | G6                              | G5                                   | G4                              | G3                              | G2                              | G1                              | G0                              | В7                              | В6                              | B5                                   | B4                                   | ВЗ                                   | B2                                   | B1                                   | B0                              |
| Basic<br>Colors              | Black<br>Red<br>Green<br>Blue<br>Cyan<br>Magenta<br>Yellow<br>White  | 0<br>1<br>0<br>0<br>0<br>1<br>1      | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>1<br>1<br>0<br>1 | 0<br>0<br>0<br>1<br>1<br>1<br>0 | 0<br>0<br>0<br>1<br>1<br>1<br>0<br>1 | 0<br>0<br>0<br>1<br>1<br>1<br>0<br>1 | 0<br>0<br>0<br>1<br>1<br>1<br>0<br>1 | 0<br>0<br>0<br>1<br>1<br>1<br>0<br>1 | 0<br>0<br>0<br>1<br>1<br>1<br>0<br>1 | 0<br>0<br>1<br>1<br>1<br>0      |
| Gray<br>Scale<br>Of<br>Red   | Red(0) / Dark<br>Red(1)<br>Red(2)<br>:<br>:<br>Red(253)<br>Red(254)<br>Red(255)  | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>1<br>:<br>:<br>0<br>1 | 0<br>1<br>0<br>:<br>:<br>1<br>0<br>1 | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0 0 0 0 0 0                          | 0 0 0 0 0 0                     | 0 0 0 0 0 0                     | 0 0 0 0 0 0                     | 0<br>0<br>0<br><br>0<br>0       | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0 0 0 : : : 0 0 0               | 0 0 0 0 0                       | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0 0 0 : : 0 0 0                      | 0 0 0 : : 0 0 0                      | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0 0 0 : : 0 0 0                 |
| Gray<br>Scale<br>Of<br>Green | Green(0) / Dark<br>Green(1)<br>Green(2)<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>:<br>: | 0 0 0 : : : 0 0 0               | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0                   | 0 0 0 : : 0 0 0                 | 0 0 0 : 0 0 0                   | 0 0 0 0 0 0                     | 0 0 0 0 0 0                     | 0 0 0 0 0 0                          | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>::1<br>1<br>1         | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>1<br>:<br>:<br>0<br>1 | 0<br>1<br>0<br>:<br>:<br>1<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0 0 0 : : 0 0 0                      | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0 0 0 0 0 0                     |
| Gray<br>Scale<br>Of<br>Blue  | Blue(0) / Dark Blue(1) Blue(2) : : Blue(253) Blue(254) Blue(255)   | 000000                          | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 000000                          | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                      | 0 0 0 : : 0 0                   | 0 0 0 : : 0 0                   | 0 0 0 : : : 0 0 0                    | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1      | 0<br>0<br>0<br>:<br>:<br>1<br>1      | 0<br>0<br>0<br>:<br>:<br>1<br>1      | 0<br>0<br>0<br>:<br>:<br>1<br>1      | 0<br>0<br>1<br>:<br>0<br>1<br>1      | 0<br>1<br>0<br>:<br>:<br>1<br>0 |

Note (1) 0: Low Level Voltage, 1: High Level Voltage

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### 6. INTERFACE TIMING

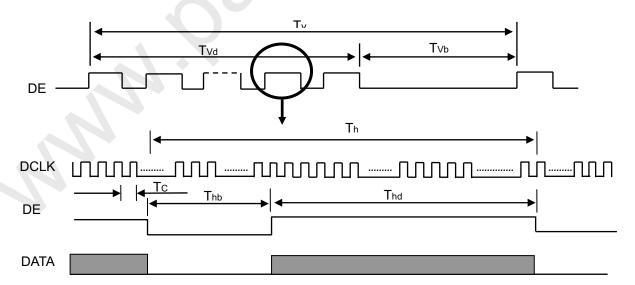
#### 6.1 INPUT SIGNAL TIMING SPECIFICATIONS

The input signal timing specifications are shown as the following table and timing diagram.

| Signal                         | Item  | Symbol     | Min.   | Тур.   | Max.        | Unit              | Note       |
|--------------------------------|---|------------|--------|--------|-------------|-------------------|------------|
|                                | Frequency                                     | Fc         | 48.3   | 59.2   | 75.7        | MHz               | -          |
|                                | Period  | Tc         | -      | 16.89  | -           | ns                | -          |
|                                | Input cycle to cycle jitter                   | $T_{rcl}$  | -      | ı      | +2%Tc       | ps                | (1)        |
| LVDS Clock                     | Spread<br>spectrum<br>modulation<br>range     | Fclkin_mod | Fc*98% | -      | Fc*102<br>% | MHz               | (2)        |
|                                | Spread<br>spectrum<br>modulation<br>frequency | $F_{SSM}$  | -      | -      | 200         | KHz               | (2)        |
|                                | High Time                                     | Tch        | -      | 4/7    | -           | Tc                | -          |
|                                | Low Time                                      | Tcl        | -      | 3/7    | _           | Tc                | -          |
| LVDS Data                      | Setup Time                                    | Tlvs       | 600    | -      | -           | ps                | (2)        |
| LVDS Data                      | Hold Time                                     | Tlvh       | 600    | -      | -           | MHz ns ps MHz KHz | (3)        |
|                                | Frame Rate                                    | Fr         | 50     | 60     | 75          | Hz                | -          |
| Vertical Active Display Term   | Total   | Tv         | 929    | 934    | 942         | Th                | Tv=Tvd+Tvb |
| Vertical Active Display Term   | Display                                       | Tvd        | 900    | 900    | 900         | Th                | -          |
|                                | Blank   | Tvb        | Tv-Tvd | Tv-Tvd | Tv-Tvd      | Th                | -          |
|                                | Total   | Th         | 1040   | 1056   | 1072        | Tc                | Th=Thd+Thb |
| Horizontal Active Display Term | Display                                       | Thd        | 800    | 800    | 800         | Tc                | -          |
|                                | Blank   | Thb        | Th-Thd | Th-Thd | Th-Thd      | Tc                | -          |

Note: Because this module is operated by DE only mode, Hsync and Vsync input signals are ignored.

### **INPUT SIGNAL TIMING DIAGRAM**

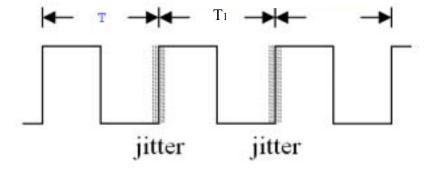




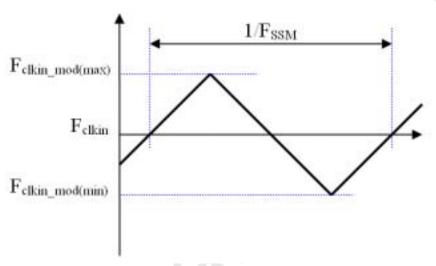
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Note (1) The input clock cycle-to-cycle jitter is defined as below figures. Trcl =  $IT_1 - TI$ 

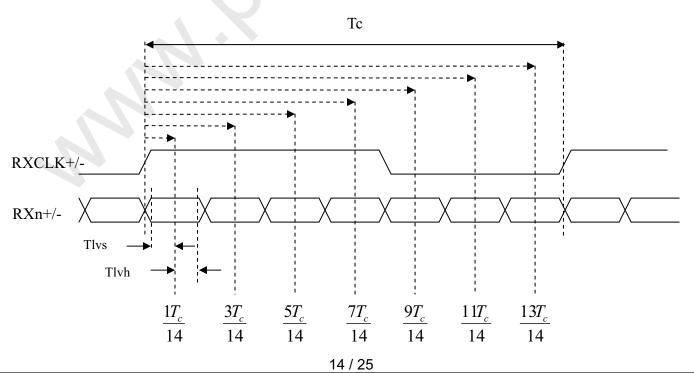


Note (2) The SSCG (Spread spectrum clock generator) is defined as below figures.



Note (3) The LVDS timing diagram and setup/hold time is defined and showing as the following figures.

### LVDS RECEIVER INTERFACE TIMING DIAGRAM



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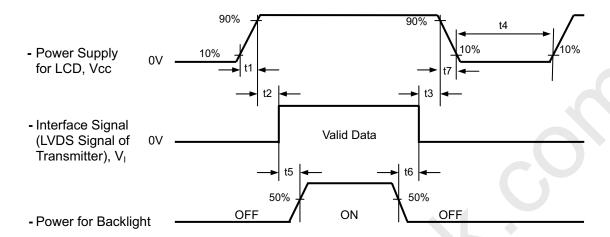


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### 6.2 POWER ON/OFF SEQUENCE

To prevent a latch-up or DC operation of LCD module, the power on/off sequence should be as the diagram below.



### Timing Specifications:

 $0.5 < t1 \le 10 \text{ msec}$ 

 $0 < t2 \le 50 \text{ msec}$ 

 $0 < t3 \le 50 \text{ msec}$ 

 $t4 \ge 500 \text{ msec}$ 

 $t5 \ge 450 \text{ msec}$ 

t6 ≥ 90 msec

 $5 \le t7 \le 100 \text{ msec}$ 

### Note.

- (1) The supply voltage of the external system for the module input should be the same as the definition of Vcc.
- (2) When the backlight turns on before the LCD operation of the LCD turns off, the display may momentarily become abnormal screen.
- (3) In case of VCC = off level, please keep the level of input signals on the low or keep a high impedance.
- (4) T4 should be measured after the module has been fully discharged between power off and on period.
- (5) Interface signal shall not be kept at high impedance when the power is on.
- (6) It is not guaranteed that products are damaged which is caused by not following the Power Sequence.
- (7) It is suggested that Vcc falling time follows t7 specification, else slight noise is likely to occur when LCD is turned off (even backlight is already off).



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### 7. OPTICAL CHARACTERISTICS

### 7.1 TEST CONDITIONS

| Item                | Symbol | Value                             | Unit |
|---------------------|--------|-----------------------------------|------|
| Ambient Temperature | Та     | 25±2                              | °C   |
| Ambient Humidity    | На     | 50±10                             | %RH  |
| Gamma voltage       | -      | Refer to Item 3 driving condition | V    |
| Vcom                | -      | most suitable Vcom                | V    |

#### 7.2 OPTICAL SPECIFICATIONS

| ľ           | TEM                      | Symbol      | Condition                 | MIN.  | TYP.  | MAX.  | UNIT | NOTE            |  |  |
|-------------|--------------------------|-------------|---------------------------|-------|-------|-------|------|-----------------|--|--|
|             | rast Ratio               | CR          | θx=θy=0°<br>CS-1000T      | 700   | 1000  | -     | %    | (3),(1)         |  |  |
| Respo       | Response Time            |             | θx=θy=0°                  |       | 1.3   | 2.2   | ms   | (4)             |  |  |
| (Blac       | ck/White)                | Tf          | θx=θy=0°                  |       | 3.7   | 5.8   | ms   | (4)             |  |  |
| Center poin | t Transmittance          | Т%          | θx=θy=0°<br>CS-1000T      | 5.8   | 6.9   | _     | %    | (8),(1),<br>(5) |  |  |
|             | ince uniformity<br>9pts) | ∆ <b>T%</b> | θx=θy=0°                  |       | 1.3   | 1.42  | -    | (7),(1)         |  |  |
|             | Horizontal θx            | Right       |                           | 75    | 85    | -     | Deg  |                 |  |  |
| Viewing     | (θy=0°)                  | Left        | CR≧10                     | 75    | 85    | -     | Deg  | (2),(6),        |  |  |
| Angle       | Vertical θy              | Up          | USB-2000                  | 70    | 80    | -     | Deg  | (1)             |  |  |
|             | $(\theta x=0^{\circ})$   | Down        |                           | 70    | 80    | -     | Deg  |                 |  |  |
|             | Red                      | Rcx         |                           |       | 0.648 |       | -    |                 |  |  |
|             | Neu                      | Rcy         |                           |       | 0.328 |       | -    |                 |  |  |
| Color       | Green                    | Gcx         |                           |       | 0.273 |       | -    |                 |  |  |
| Coordinate  | Oreen                    | Gcy         | $\theta x = \theta y = 0$ | Тур   | 0.580 | Тур   | -    | (6),(0)         |  |  |
| at center   | Blue                     | Bcx         | DMS 803                   | -0.03 | 0.146 | +0.03 | -    | (0),(0)         |  |  |
| point       | Diue                     | Bcy         |                           |       | 0.102 |       | -    |                 |  |  |
|             | White                    | Wcx         |                           |       | 0.323 |       | -    |                 |  |  |
|             | VVIIILE                  | Wcy         |                           |       | 0.361 |       | -    |                 |  |  |

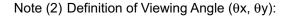
Note (0) Light source is the standard light source "C" which is defined by CIE and driving voltages are based on suitable gamma voltages.

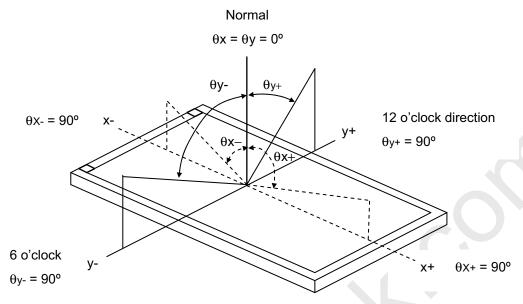
Note (1) Light source is the BLU(M200O1-L01), which is supplied by CMO, and driving voltages are based on suitable gamma voltages. White is without signal input and R, G, B are with signal input. SPEC is judged by CMO's golden sample.

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Note (3) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

Contrast Ratio (CR) = L255 / L0

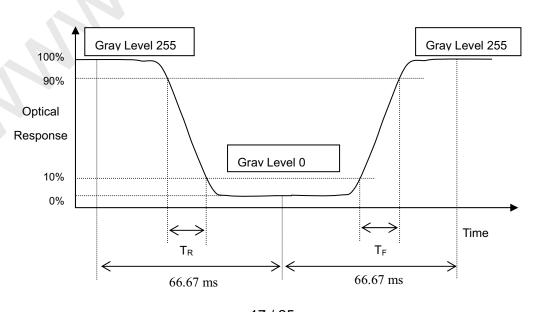
L255: Luminance of gray level 255

L 0: Luminance of gray level 0

CR = CR(5)

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (7).

### Note (4) Definition of Response Time $(T_R, T_F)$ :



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Note (5) Definition of Luminance of White ( $L_C$ ):

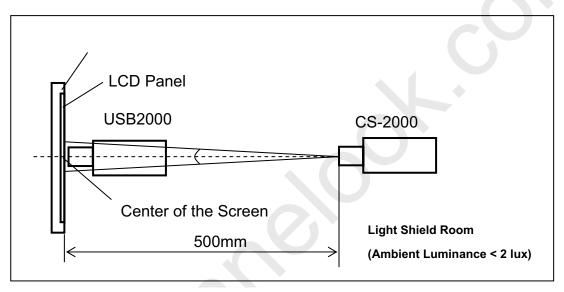
Measure the luminance of gray level 255 at center point

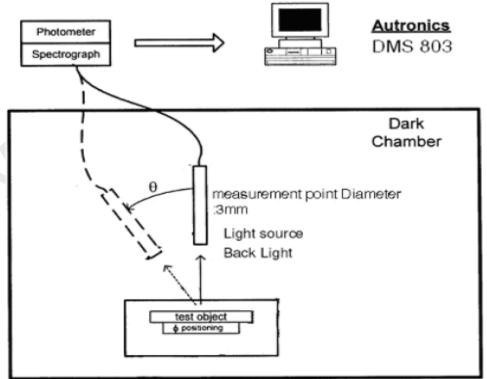
$$L_C = L (5)$$

L (x) is corresponding to the luminance of the point X at Figure in Note (7).

### Note (6) Measurement Setup:

The LCD module should be stabilized at given temperature for 30 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 30 minutes in a windless room.









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Note (7) Definition of Transmittance Variation ( $\delta T\%$ ): Measure the transmittance at 9 points

# **DMS** Horizontal Line D D/10 D/2 D/10 3 : Test Point W/2 6 X=1 to 9 Active Area

Note (8) Definition of Transmittance (T%):

Module is without signal input.

BLU is supplied by CMO





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### 7.3 Flicker Adjustment

Flicker must be finely adjusted after module assembling and aging. Please follow below instructions.

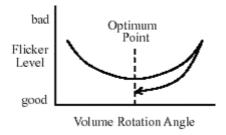
(1) Adjustment Pattern: 2H1V checker pattern as follows.

| R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В |
| R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В |
| R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В |
| R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В |
| R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В |
| R | G | в | R | G | В | R | G | в | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В |
| R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В | R | G | В |



### (2) Adjustment Method:

Flicker should be adjusted by turning the volume for flicker adjustment by the ceramic driver. It is adjusted to the point with least flickering of the whole screen. After making it surely overrun at once, it should be adjusted to the optimum point.





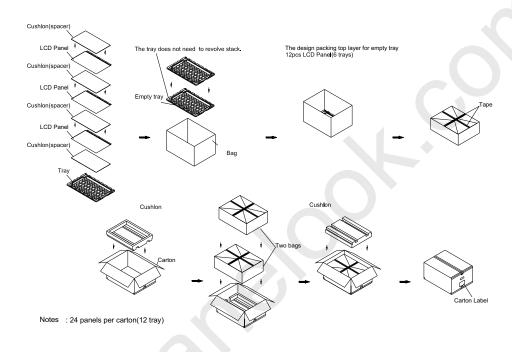
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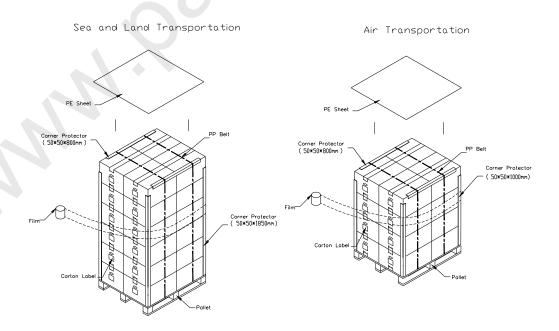
### 8. PACKAGING

#### 8.1 PACKING SPECIFICATIONS

- (1) 24 open cells / 1 Box
- (2) Box dimensions: 570 (L) X 450 (W) X 320 (H) mm
- (3) Weight: approximately 21Kg (24 open cells per box)

#### **8.2 PACKING METHOD**









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### 9. DEFINITION OF LABELS

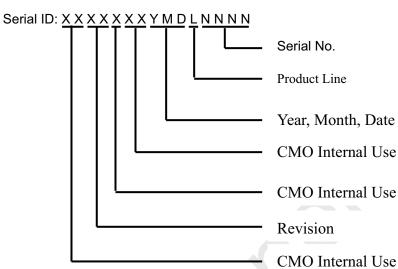
### 9.1 CMO OPEN CELL LABEL

The barcode nameplate is pasted on each OPEN CELL as illustration for CMO internal control.



Model Name: V200O1-P01

Barcode definition:



Serial ID includes the information as below:

Manufactured Date:

Year: 2001=1,2002=2,2003=3,2004=4...2010=0,2011=1,2012=2...

Month: 1~9, A~C, for Jan. ~ Dec.

Day: 1~9, A~Y, for 1st to 31st, exclude I,O, and U.

Revision Code: Cover all the change

Serial No.: Manufacturing sequence of product

Product Line: 1 -> Line1, 2 -> Line 2, ...etc.

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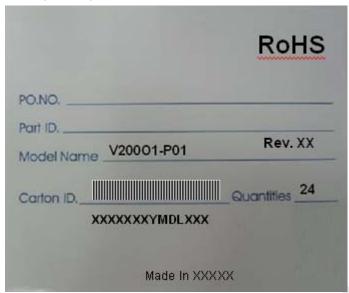
Global LCD Panel Exchange Center

Model No.: V200O1-P01



#### 9.2 CARTON LABEL

The barcode nameplate is pasted on each box as illustration, and its definitions are as following explanation



(a) Model Name: V200O1 -P01

(b) Carton ID: CMO internal control

(c) Quantities: 24 pcs

### 10. RELIABILITY TEST

Environment test conditions are listed as following table.

| Items                            | Required Condition  | Note |  |  |  |
|----------------------------------|---|------|--|--|--|
| Temperature Humidity Bias (THB)  | Ta= 50℃, 80%RH, 240hours  |      |  |  |  |
| High Temperature Operation (HTO) | Ta= 50℃, 50%RH , 240hours   |      |  |  |  |
| Low Temperature Operation (LTO)  | Ta= 0°C, 240hours   | (1)  |  |  |  |
| High Temperature Storage (HTS)   | Ta= 60°C, 240hours  |      |  |  |  |
| Low Temperature Storage (LTS)    | Ta= -20°ℂ, 240hours   |      |  |  |  |
| Package Vibration Test           | ISTA STANDARD 1.14Grms Random, Frequency Range: 1 ~ 200 Hz Top & Bottom: 30 minutes (+Z), 10 min (-Z), Right & Left: 10 minutes (X) Back & Forth 10 minutes (Y) | (2)  |  |  |  |
| Thermal Shock Test (TST)         | -20°C/30min, 60°C / 30min, 100 cycles   |      |  |  |  |
| On/Off Test                      | 25°C, On/10sec, Off /10sec, 30000 cycles  | (1)  |  |  |  |
| Altitude Test                    | Operation: 10000 ft / 24hours<br>Non-Operation: 30000 ft / 24hours  |      |  |  |  |

Note (1) The tests are done with LCD modules (M200O1-L02).

Note (2) The test is done with a package shown in Section 8.



#### 11.1 ASSEMBLY AND HANDLING PRECAUTIONS

- (1) Do not apply rough force such as bending or twisting to the product during assembly.
- (2) To assemble backlight or install module into user's system can be only in clean working areas. The dust and oil may cause electrical short or worsen the polarizer.
- (3) It is not permitted to have pressure or impulse on the module because the LCD panel will be damaged.
- (4) Always follow the correct power sequence when the product is connecting and operating. This can prevent damage to the CMOS LSI chips during latch-up.
- (5) Do not pull the I/F connector in or out while the module is operating.
- (6) Use a soft dry cloth without chemicals for cleaning, because the surface of polarizer is very soft and easily scratched.
- (7) It is dangerous that moisture come into or contacted the product, because moisture may damage the product when it is operating.
- (8) High temperature or humidity may reduce the performance of module. Please store this product within the specified storage conditions.
- (9) When ambient temperature is lower than 10°C may reduce the display quality. For example, the response time will become slowly.

#### 11.2 SAFETY PRECAUTIONS

- (1) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, skin or clothes, it has to be washed away thoroughly with soap.
- (2) After the product's end of life, it is not harmful in case of normal operation and storage.

#### **11.3 OTHER**

(1) When fixed patterns are displayed for a long time, remnant image is likely to occur.

### 12. MECHANICAL DRAWING

